

ELMER DELLSON

elmer@dellson.com

+46 730 - 97 97 01

Curriculum Vitae

ABOUT ME

LinkedIn: <https://www.linkedin.com/in/elmer-dellson/>

GitHub: [elmerdellson.github.io](https://github.com/elmerdellson)

Languages: Swedish & English

My name is Elmer Dellson, I was born and raised in Sweden, and I am currently doing my Master's Degree in Computer Science and Engineering at LTH. I like to both enjoy and create video games, film, music and musical theater. I love analyzing *why* something is good, creating things that I can be proud of, and having new and powerful experiences.

As a kid I made games using tools like *Scratch*, and in 8th grade I started programming for an internship at a game development studio, and quickly found a passion for it. After graduating from Upper Secondary School at the top of my class, I took a break and studied film for a year. I am now enrolled at LTH, and I live in Lund with my girlfriend.

ACADEMIC MERITS

Education	University/School	Period
Master of Science in Engineering, Computer Science and Engineering (Civilingenjörsutbildning i Datateknik)	Lund University Faculty of Engineering (LTH)	2017 -
Film Studies (60 credits)	Lund University	2016 - 2017
Upper Secondary School Technology program - Design & Product Development	Ljud- och Bildskolan Lund	2013 - 2016

TECHNICAL SKILLS

Computers have been my main hobby since I was in kindergarten, and I have always been keen to understand how things work under the hood. During my education at LTH I have practiced writing good, readable, and maintainable code, both in single- and multithreaded applications. I am experienced at switching between, and adapting to, different programming languages, environments and operating systems. I also have experience developing for both VR and AR.

I have developed larger projects as part of a bigger team (using Git), professionally and as part of my education; studied a lot of math, including multidimensional analysis and linear algebra, as well as computer science theory like algorithm design and analysis, complexity analysis and data structures; and studied artificial intelligence and computer graphics: both practical implementations and the underlying theory. I have experience with:

Programming Languages

Java, Python, C#, C++, MATLAB, Javascript/React, GLSL, Go (golang), Scala, C, Assembly, Haskell, among others.

Tools & Software

Visual Studio/VSCode, Git, BASH, Unity, Unreal Engine, IIS, Adobe Photoshop & After Effects, Sony VEGAS, among others.

PREVIOUS EMPLOYMENT

Grade AB

2021

Systems Developer, Lund

- Full time position as a systems developer at Grade in Lund. I worked with developing and integrating new features and fixes into the Grade HR platform, as well as researching and comparing potential solutions for security and automated documentation generation for the Grade public API. The feature development was done mainly in C# and JS React, together with HTML, CSHTML, and CSS. During my time here I learned a lot about working in a team on a larger platform, version control and feature integration in a live product, and further improved my software development skills.

BrainLit AB

2019

Junior Development Engineer, Lund

- Full time position as developer at the health-tech company BrainLit at Medicon Village in Lund during the summer. I was involved in two projects: I implemented a user interface for a lighting system, including server communication and database handling; and I worked on an application for calculating how light spreads in a room, implementing the actual algorithm as well as interaction with UI and database. The languages I used here were Go, Javascript (React), HTML, CSS, and SQL. Version control was done with Git.

(I was slated to return to BrainLit for the summer of 2020, but the plans were changed due to the COVID-19 pandemic.)

VOLUNTEER WORK

Director

2018

Kristianstads Nation, Lund

- Directed several productions of student musical theater (spex) with the student musical theater association Krischanstaspäaxet. The role of Director meant responsibility for all creative aspects of the production, organizing the script writing process, managing the actors, as well as actual directing. The work taught me a lot about being directly responsible for other people, and about being the person everyone turns to when they need something.

It was also a great experience with creative problem solving: combining the skills of people from many different disciplines to create something really good together!

HOBBIES AND OTHER MERITS

Very involved in Lund University student life, especially musical theater (Jesperspexet and Krischanstaspäaxet). I've directed, acted, produced, written scripts and worked with sound and lighting, among other roles of responsibility. I have also had enormous amounts of fun!

Practiced Taekwondo for 7 years. Achieved second degree Black Belt and competed in 4 major international championship where I won several categories.

Participated in an international peace camp for youths in Xi'an, China, through the organization CISV during a month of 2011. I learned a lot about cooperation, communication, and cultural differences and similarities between the 8 participating nations.

While studying film, I made a re-cut of the *The Hobbit* films into a one-film version (3h 45m) that is more true to the book and the world of Tolkien.

I am a pretty decent singer, and play a little bit of piano.